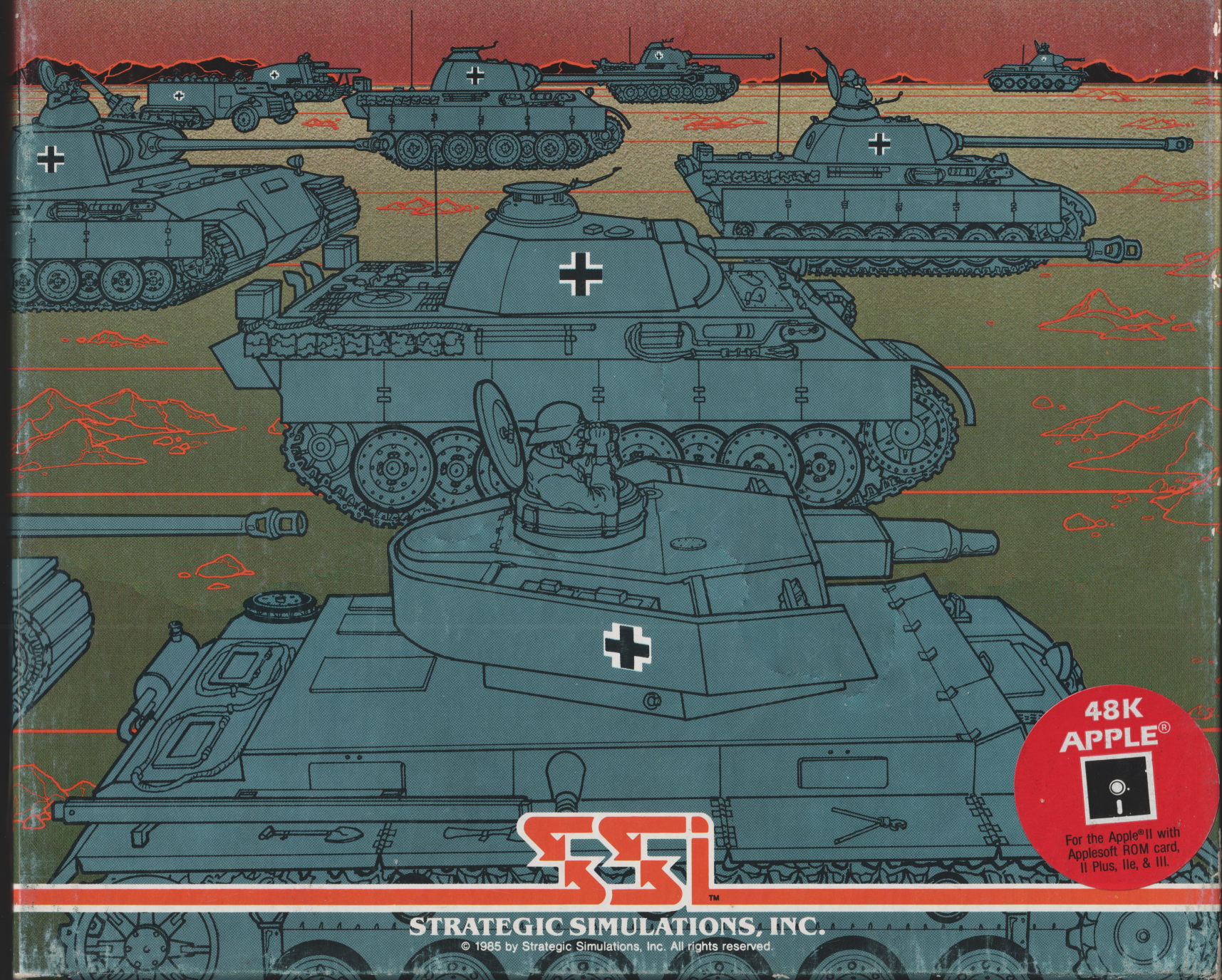


TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

Kampfgruppe

TM



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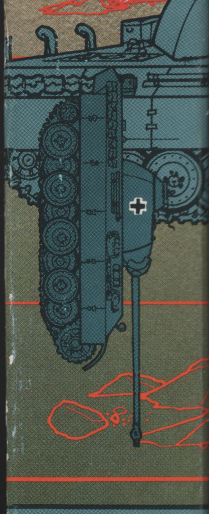
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KAMPFGRUPPE™ was designed by Gary Grigsby, whose other works include **SSI's NORTH ATLANTIC '86™**, **CARRIER FORCE™**, **WAR IN RUSSIA™** and **REFORGER '88™**.

■ **PLAYING TIME** — 1 to 3 Hours. ■ **ADVANCED LEVEL.**

Box Cover Design by LOUIS HSE SAEKOW and JAMES C. SOMMERVILLE.



- Weapon types include tanks, tank destroyers, self-propelled artillery, armored cars, halftracks, trucks, anti-tank guns, howitzers, mortars, machine guns, field artillery, anti-tank rifles, panzerfausts, flamethrowers, submachine guns and rifles.

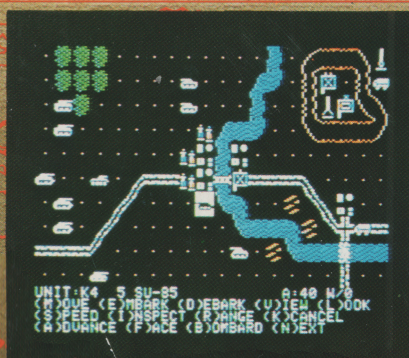
- Four historical scenarios and the ability to create an infinite number of new scenarios covering fighting from 1941-1945.

- Over 45 armored vehicles, each rated for front and back armor, silhouette size, speed, number of machine guns, gun range, gun penetration, gun accuracy and shell size.

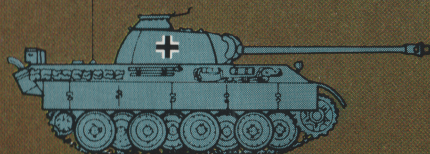
- Resolves combat losses down to each vehicle, gun, and infantryman
- Ability to save a game in progress for later play.

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BATTLE GROUP

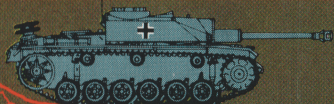


Although each symbol represents a platoon, the computer keeps track of individual tanks, artillery, or soldiers. Here, the cursor highlights one of Russian K Company's platoons, which contains five SU-85 tank destroyers with 40 ammunition points, facing west and immobile (speed = 0).



German tank: PANTHER

Gun maximum range: 15 Gun maximum penetration: 18
 Gun shell size: 4 Gun accuracy: 8 Maximum speed: 17
 Machine guns: 2 Front armor: 15 Back armor: 5
 Silhouette: 5 Period of availability: late 1943 to early 1945



German tank destroyer: SG-IIIIG

Gun maximum range: 12 Gun maximum penetration: 14
 Gun shell size: 4 Gun accuracy: 8 Maximum speed: 12
 Machine guns: 1 Front armor: 10 Back armor: 4
 Silhouette: 3 Period of availability: late 1942 to early 1945

The expanse of land dotted with lifeless rubble is quite still... except for the distant clankings not unlike the sounds of wind-up mechanical dolls. Soon, however, it becomes a crescendo of gears straining against gears, of giant treads crushing rocks into dirt. For these are no toys, but nearly 46 tons of steel commanded by mere pounds of flesh to become the pride of Germany's armored force... the Panzerkampfwagen V — the dreaded Panther.

As powerful as his juggernaut may be, the tank commander peers anxiously into his binoculars, knowing something is waiting for him out there. He hopes for impotent SU-76 Russian tank destroyers, but he fears they may be the SU-100, whose shell even his 80mm of glacis plate armor cannot withstand. Let the battle begin....

For the advanced wargamer who has been waiting for a superior tactical game of Eastern Front armored warfare, KAMPFGRUPPE is it. Spanning 1941-45, it puts you in command of either a German or Russian battle group.

INCREDIBLE DETAIL. Although each unit symbol represents a platoon of armored vehicles, infantry or artillery, the computer resolves combat and damage down to individual tanks, tank destroyers, anti-tank weapons, or soldiers.

ALL WEAPONS FROM 1941-45. What wargamer can resist a game that not only includes but instantly calculates the hit probability of practically all ground weapons used on the Russian Front. Every weapon is historically rated for combat effectiveness as well as its time period of service.

At the disposal of the German Kampfgruppe commander, we offer the following weapon types: 13 tanks (from the PZ-IIF to the Panther); 9 tank destroyers (including the awesome Jagd-Tiger); 2 self-propelled artillery (Wespe and Hummel); 5 anti-tank guns, and assorted assault guns, halftracks, trucks, mortars, infantry guns, field artillery, flamethrowers, machine guns and rifles.

For the Russian commander, you'll counter with 13 tanks (from the early BT-7 to the T34 series and JS-II), 4 tank destroyers, 3 assault guns, 2 anti-tank guns, and all the less glamorous but equally vital paraphernalia of war.

INNOVATIVE RULES. The game incorporates Headquarters Control that determines how fast a unit will respond to your movement orders. Kill and suppression points are included. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted.

We provide four historical and an infinite number of randomly created scenarios. During solitaire, the computer can play either side.



An example of the "View" display. A push of the "V" key lights up every square the SU-85 platoon can see. This advanced yet simple feature eliminates convoluted line-of-sight calculations to help make KAMPFGRUPPE a sophisticated and eminently playable wargame.



Russian tank destroyer: SU-100

Gun maximum range: 15 Gun maximum penetration: 19
 Gun shell size: 5 Gun accuracy: 6 Maximum speed: 20
 Machine guns: 0 Front armor: 14 Back armor: 5
 Silhouette: 3 Period of availability: late 1944 to early 1945



Russian tank: T34/76C

Gun maximum range: 10 Gun maximum penetration: 8
 Gun shell size: 4 Gun accuracy: 6 Maximum speed: 21
 Machine guns: 2 Front armor: 11 Back armor: 6
 Silhouette: 4 Period of availability: early 1942 to early 1945

